

Broad overview:

(keywords etc)

① First order equations.

Techniques:

- separable eq.s
- integrating factors
- homogeneous eq.s ($v = y/x$ sub)
- direction fields.

②

Concepts:

- nonlinear vs linear.
- autonomous eq.s
- existence & uniqueness.

② Second order linear eqs:

Techniques:

- homog. eq $\rightarrow e^{rt}$ sub
which gives the
char. eq.

(roots: real, complex,
distinct — repeated,
each w/a different sol.
type).

- reduction of order.
- for particular sol:
 - \rightarrow Variation of params
 - \rightarrow undetermined cofs
(guessing wisely).

- solving IVPs

(a) homog sol.

(b) part. sol

(c) general = homog + part.

(d) ONLY THEN solve for constants using ICs.

- Wronskian.

Concepts:

- Wronskian $\hat{=}$ linear ~~d~~
independence.

- (existence + uniqueness)

- applications to mechanical vibrations.

→ mass - spring

→ LCR.

- resonance, beats, etc.
(Forcing vs natural freq.)

- (sketches of solutions)★

③ Laplace Transforms.

Techniques:

- direct computation of transform from integral.
- solving IVPs via Laplace transforms (using tables, in particular for inverting transform)
- convolutions

Concepts:

- Region of validity ($s > a$ etc.) ↗

- exponential order / piecewise continuity
(for transform to exist).

- step functions ★ (disc. solutions)
- impulse functions.

~~test~~ continuity of resulting solution.

④ Linear Systems.

Techniques:

- homog. eq.
 - solve via e-vals / e-vects.
- inhomog. eq.
 - Variation of Vectors
 - Undet Coefs (Vectors).

- IVPs → diagonalization.
- phase plane eq.
- phase portraits. Ⓟ
(~~eq~~ → homog. syst. only.
here.)

Concepts:

- analogy to 2nd order linear eq
→ this is a generalization.

⑤ Non linear systems.

Techniques:

- Finding critical points.
- Linearize → Jacobian.
- Classify type / stability

of critical points
(by analysing local
linear system.)

(linearize about crit.
point., evals ~~of~~ of
resulting matrix).

- phase portraits
sketching *

(use eigenvectors NEAR
RELATED CRIT POINT ONLY,
nullclines, etc)

Concepts:

- critical point & type / stability
- almost linear systems.